

# Drop, Swap, and Roll Board Game



## Objective

To educate students about recycling, composting, reuse, household hazardous waste, landfilling, and combustion.



## Activity Description

Students play a board game in which they must get rid of their “trash” cards by dropping off items at appropriate bins (e.g., recycling, composting, or reuse bins) stationed on the playing board. Students learn facts about waste management as they move around the board.



## Materials Needed

- Several *Drop, Swap, and Roll* playing boards, with the included “trash” and “trash trivia” cards and playing pieces.  
Call EPA at 800 424-9346 to order this game at no cost while supplies last (document number EPA530-E-98-002).
- Several dice (one for each game board).



## Key Vocabulary Words

Reuse  
Recycling  
Composting  
Landfill  
Incinerator  
Household hazardous waste



## Duration

1 hour



## Skills Used

Communication  
Reading  
Computation  
Observation/classification  
Motor skills



## Activity

**Step 1:** Review the Teacher Fact Sheets titled *Solid Waste* on page 41, *Hazardous Waste* on page 45, *Recycling* on page 73, *Composting* on page 109, *Landfills* on page 155, and *Combustion* on page 159 for background information on the different waste management options. Review vocabulary with students.

**Step 2:** Divide class into groups of 4 to 6 students and distribute one game board (including cards, playing pieces, and dice) to each group.

**Step 3:** Read instructions provided with game board and review procedures with students before they play independently. The major points of the game are as follows:





## Journal Activity

Ask students to think about how they would design their community's waste management system. What would they include? How would it be different from the system their community has in place now?

Each player starts with 10 “trash” cards. A player rolls the die and moves backward or forward on the board to dispose of his or her “trash” cards in the appropriate places. Refer to the legend on the board to determine which items go where. (Some trash items might not be recycled in your community or might be handled differently than the game suggests. Explain to the students that this game can help them learn about things that are recyclable, even though they are not necessarily recycled locally.) The first player to get rid of all his or her “trash” cards is the winner.

**Step 4:** Players who land on a space with a question mark (?) must answer a true/false question from the “trash trivia” cards. If the player answers the question correctly, he or she gets to roll again. If he or she answers incorrectly, he or she must take another trash card from the center of the board. (The answers to some “trash trivia” cards might not reflect the practices in your community. These cards can be removed or replaced by more appropriate cards that the teacher or students can create.)

**Step 5:** If a player lands on a space that says “Make a Swap,” he or she can get rid of any “trash” card by trading it for one from another player. Refer to the game rules for more details.

**Step 6:** If one player thinks another player dropped off an item at a particular location incorrectly, the first player can challenge the other player. First, check the legend to settle the dispute. If the player did drop off an item incor-

rectly, that player must take back his or her card and miss that turn. If that player was correct in dropping off the item (and the challenger was wrong), then the challenger must answer a “trash trivia” question. If the challenger answers incorrectly, he or she must take another “trash” card. If he or she answers correctly, the game proceeds as before. Refer to the game rules for more details.



## Assessment

1. Ask students to list three items not found in the board game that can be recycled, reused, or composted in your community.
2. Have students explain why the game penalizes players by sending them to the landfill or combustor.
3. Ask students why household hazardous waste has its own station.



## Enrichment

1. Ask the students to explore the different activities found on EPA's Office of Solid Waste Web site for kids [www.epa.gov/epaoswer/osw/kids.htm](http://www.epa.gov/epaoswer/osw/kids.htm). Activities include numerous games, a comic book, and a coloring book.
2. Explore the other activities found in the Planet Protector's Club kit, which is available at no cost from EPA. This kit was created by EPA as a way to get students involved in learning about their environment. In addition to the *Drop, Swap, and Roll* board game, it includes an official membership certificate, an official Planet Protectors Club badge, activity guides for grades K-3 and 4-6, and a Planet Protectors Club poster. To order this kit, call EPA at 800 424-9346 and ask for document number EPA530-E-98-002.